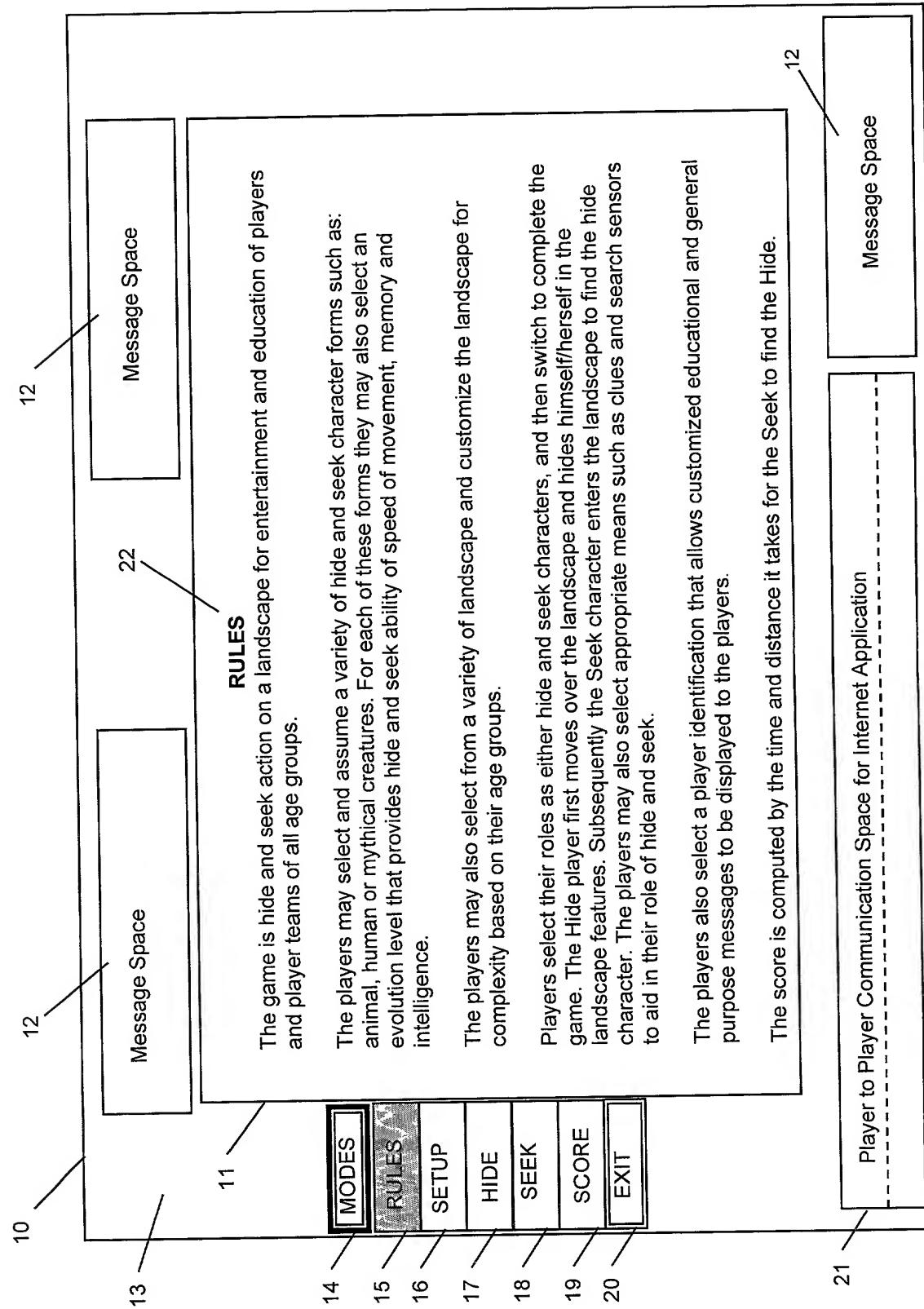
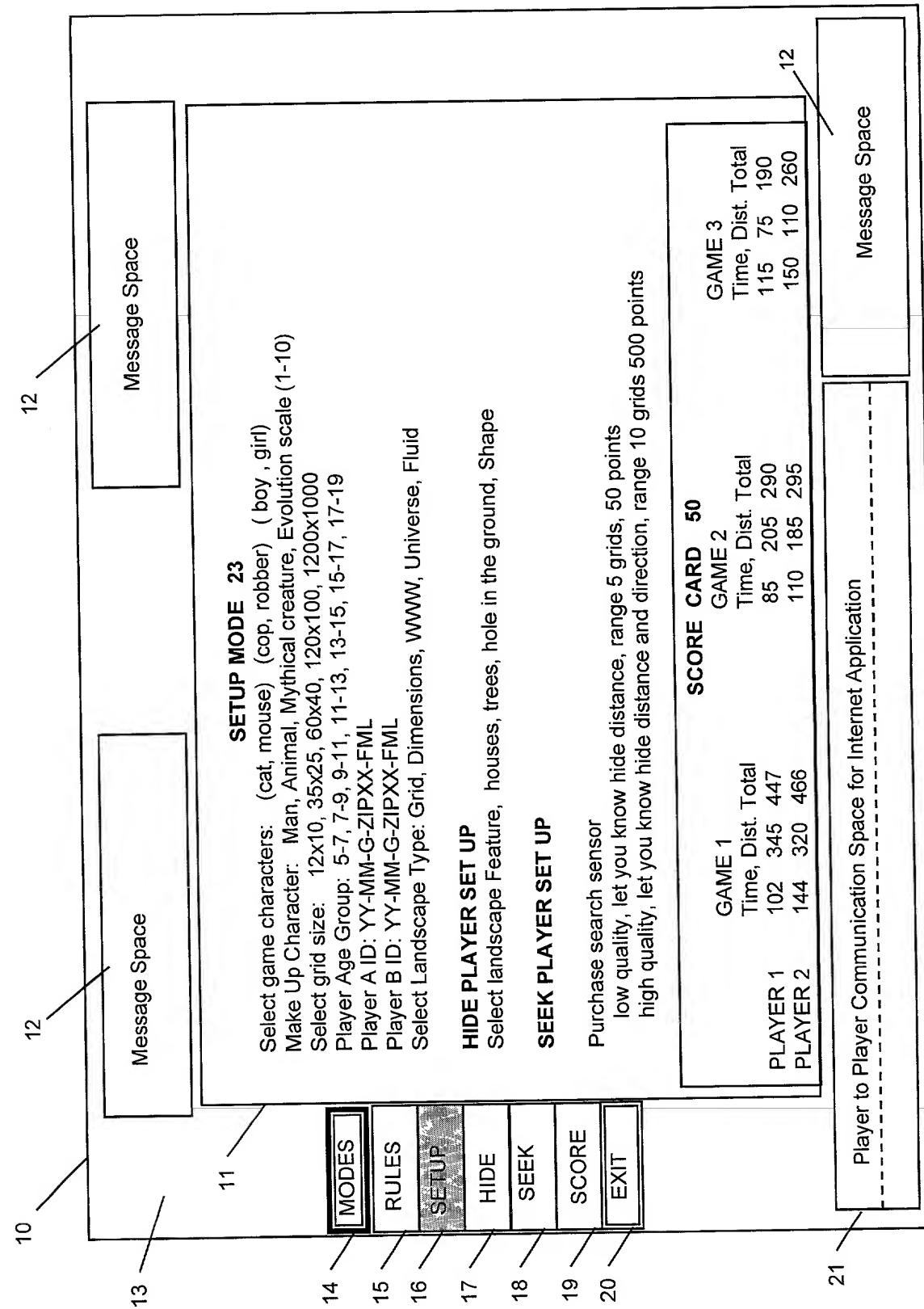


FIGURE 1



**FIGURE 2A**

**FIGURE 2B**

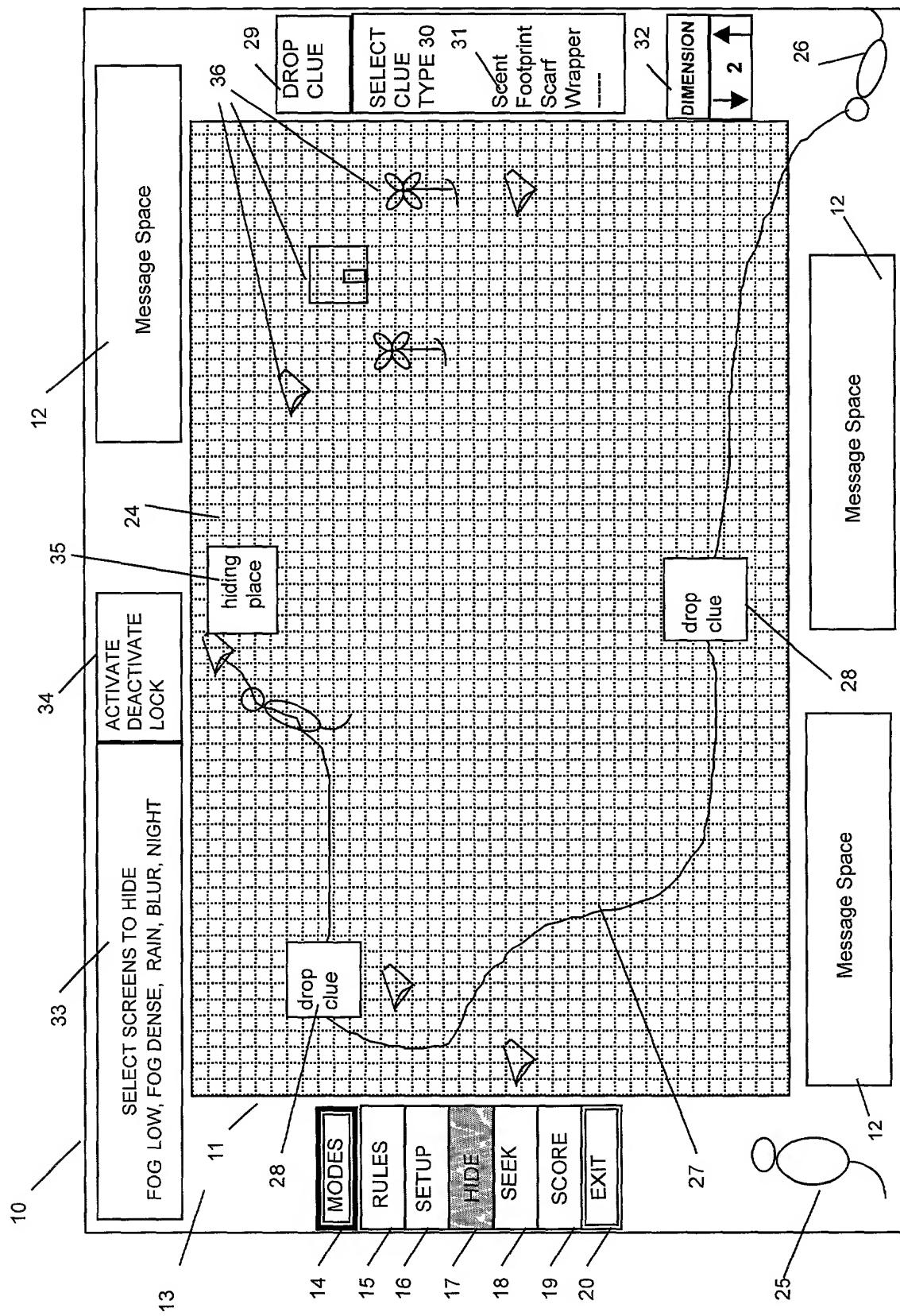


FIGURE 3A

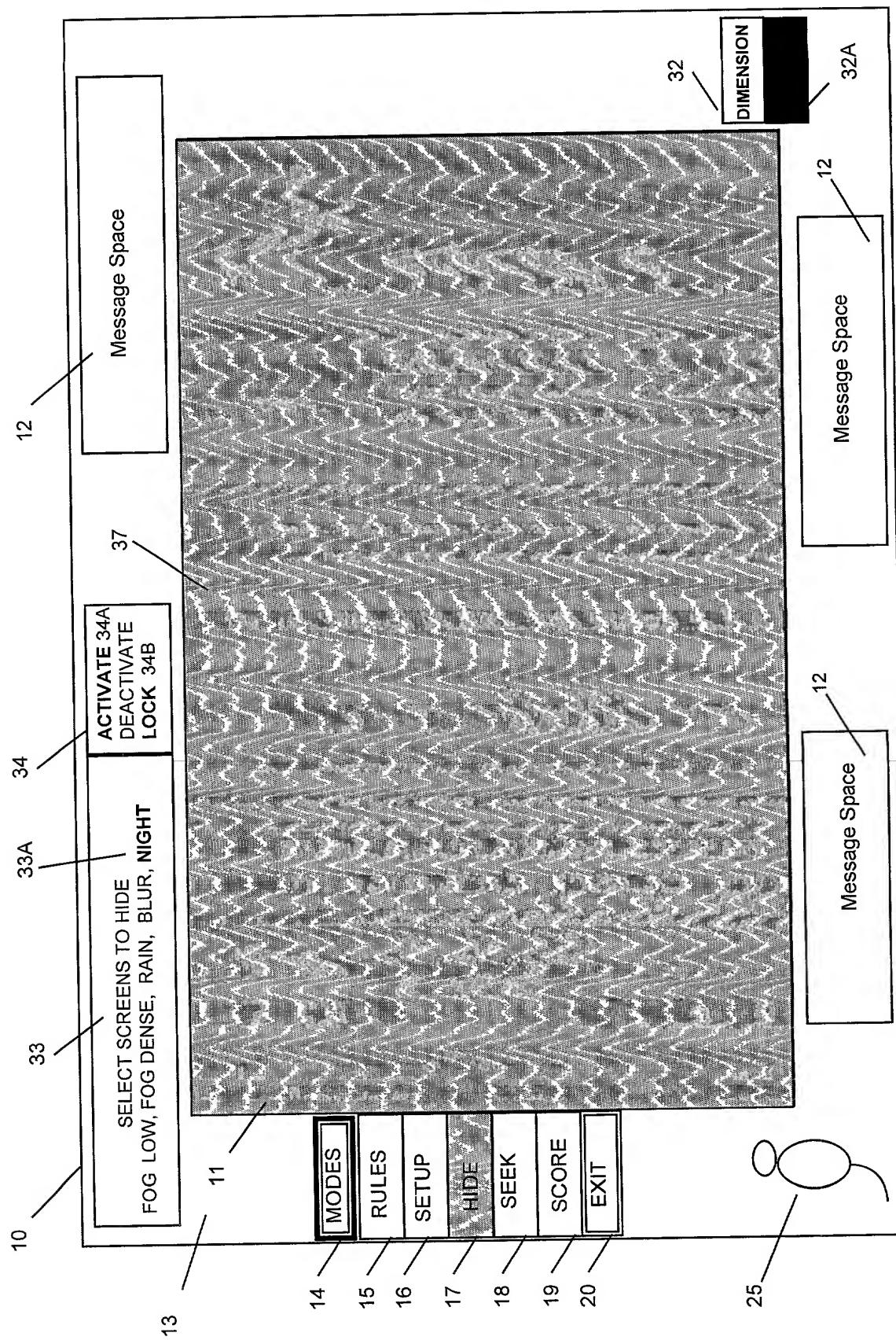
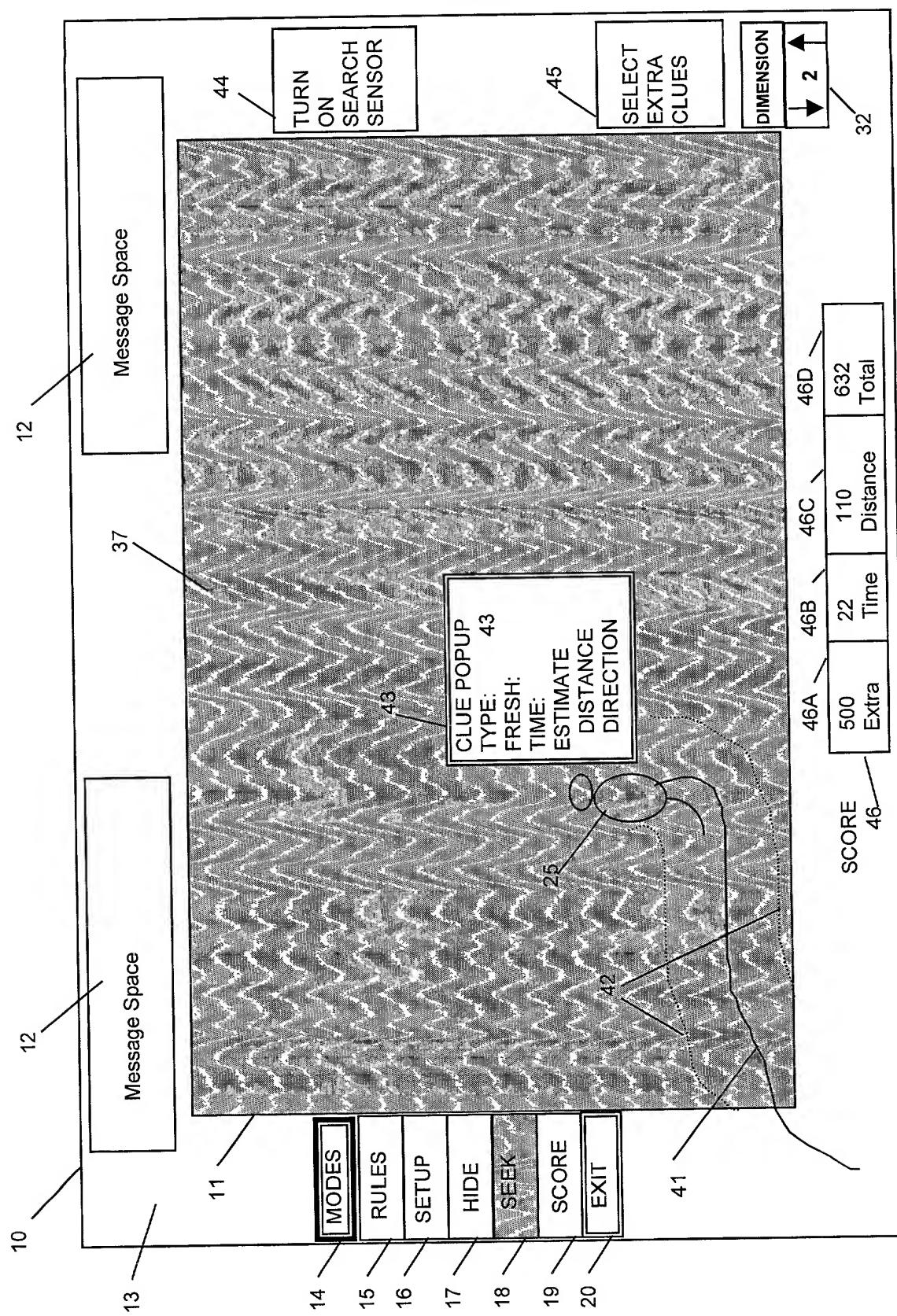
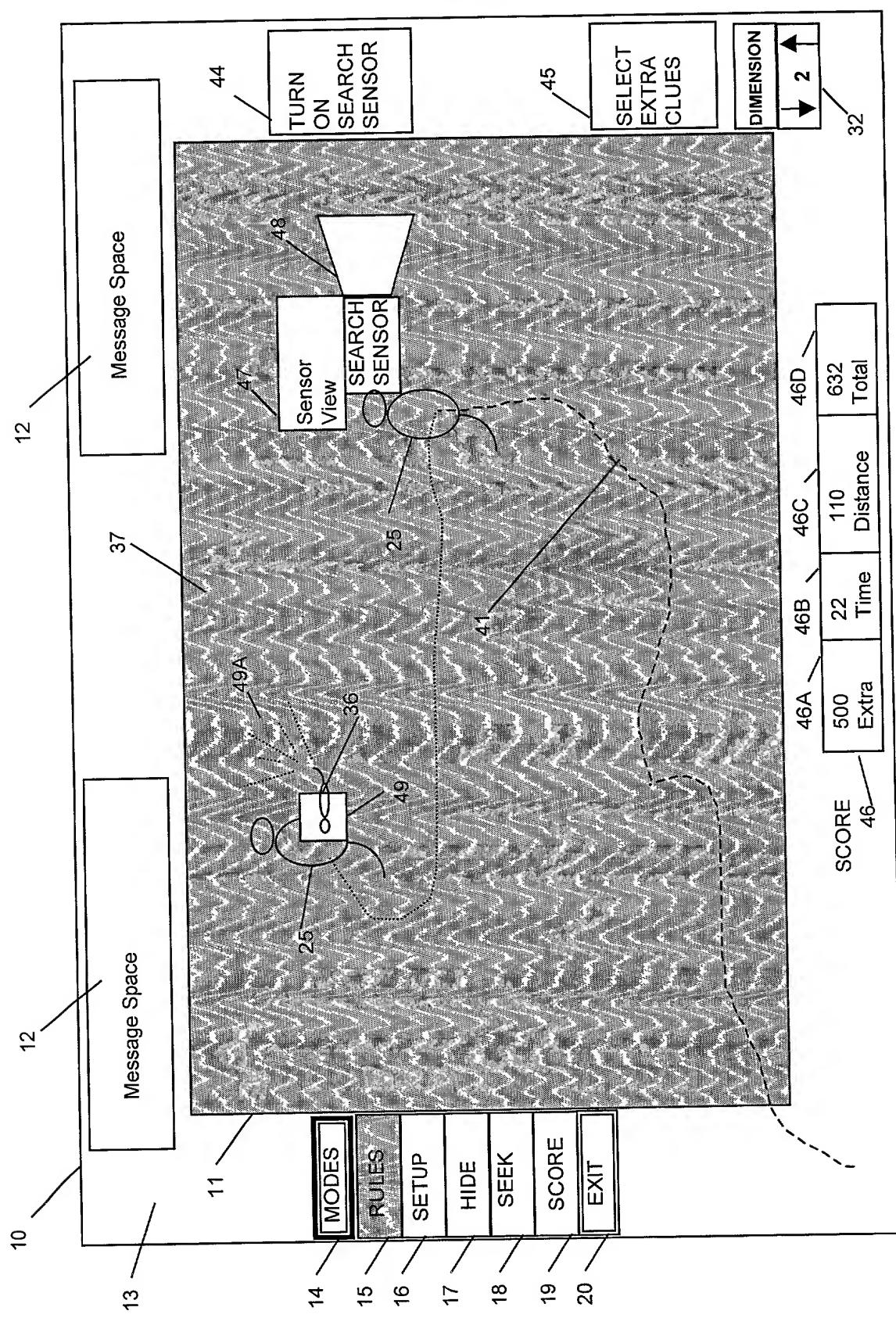


FIGURE 3B

**FIGURE 4A**

**FIGURE 4B**

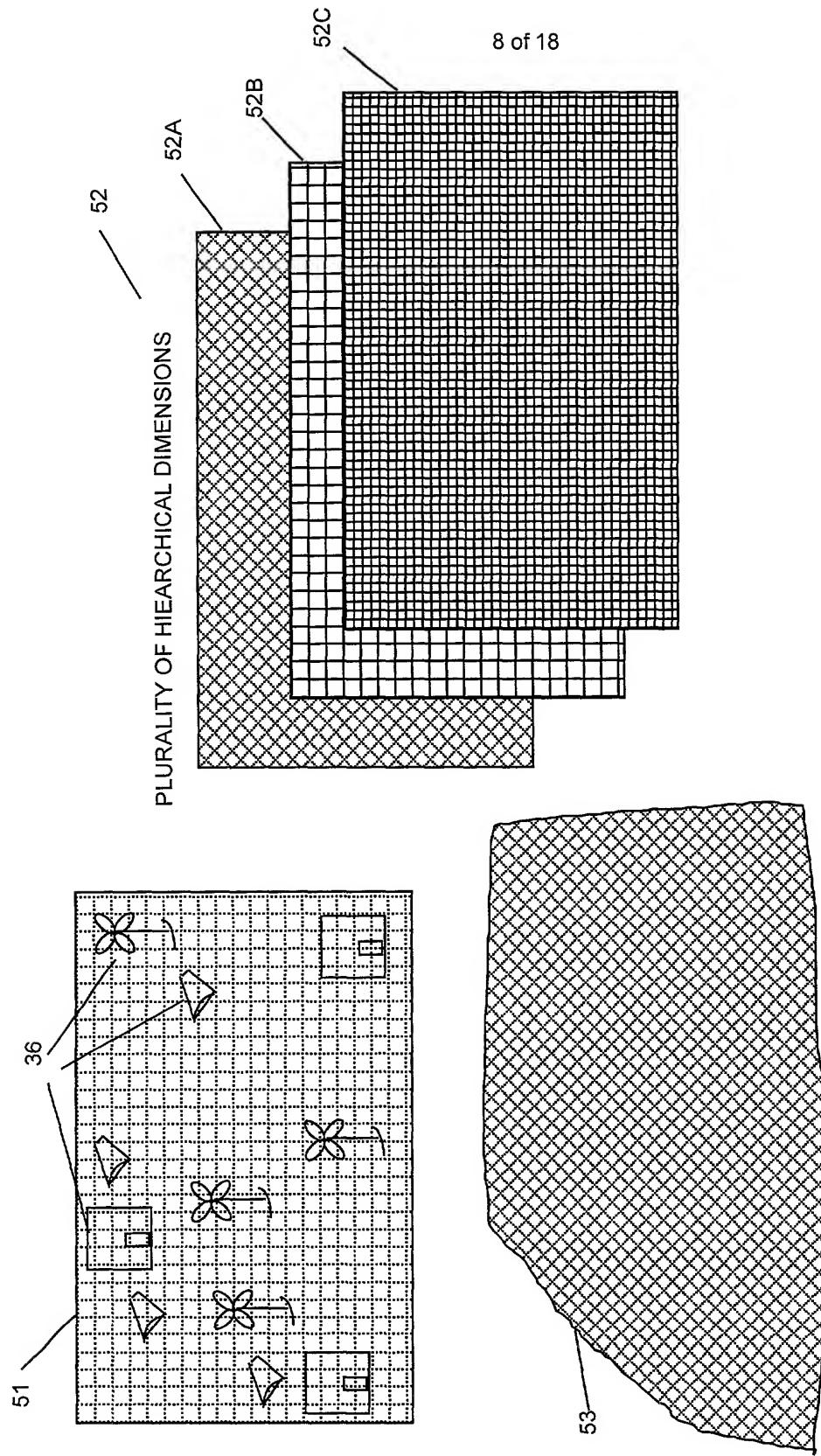
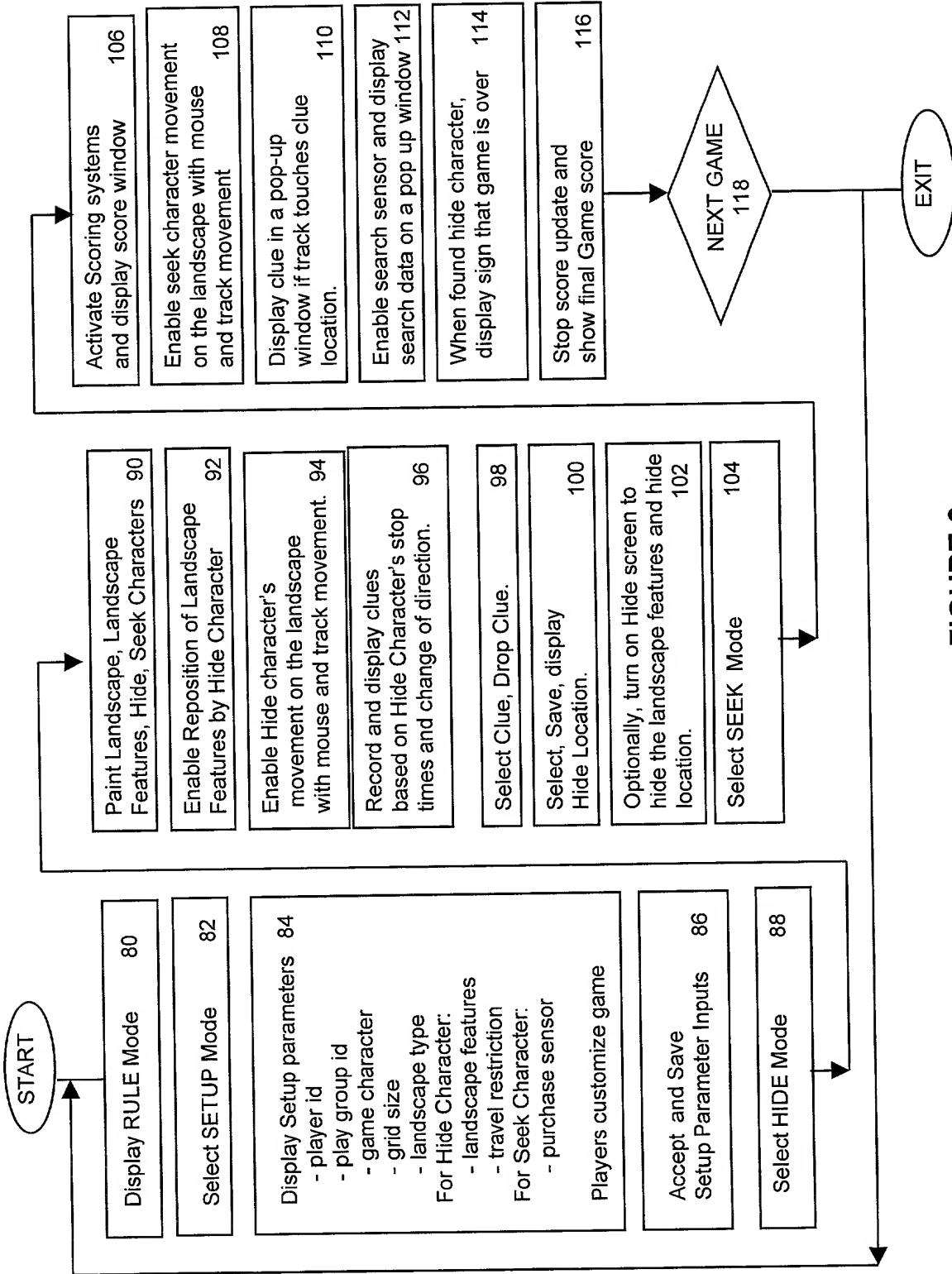


FIGURE 5



**FIGURE 6**

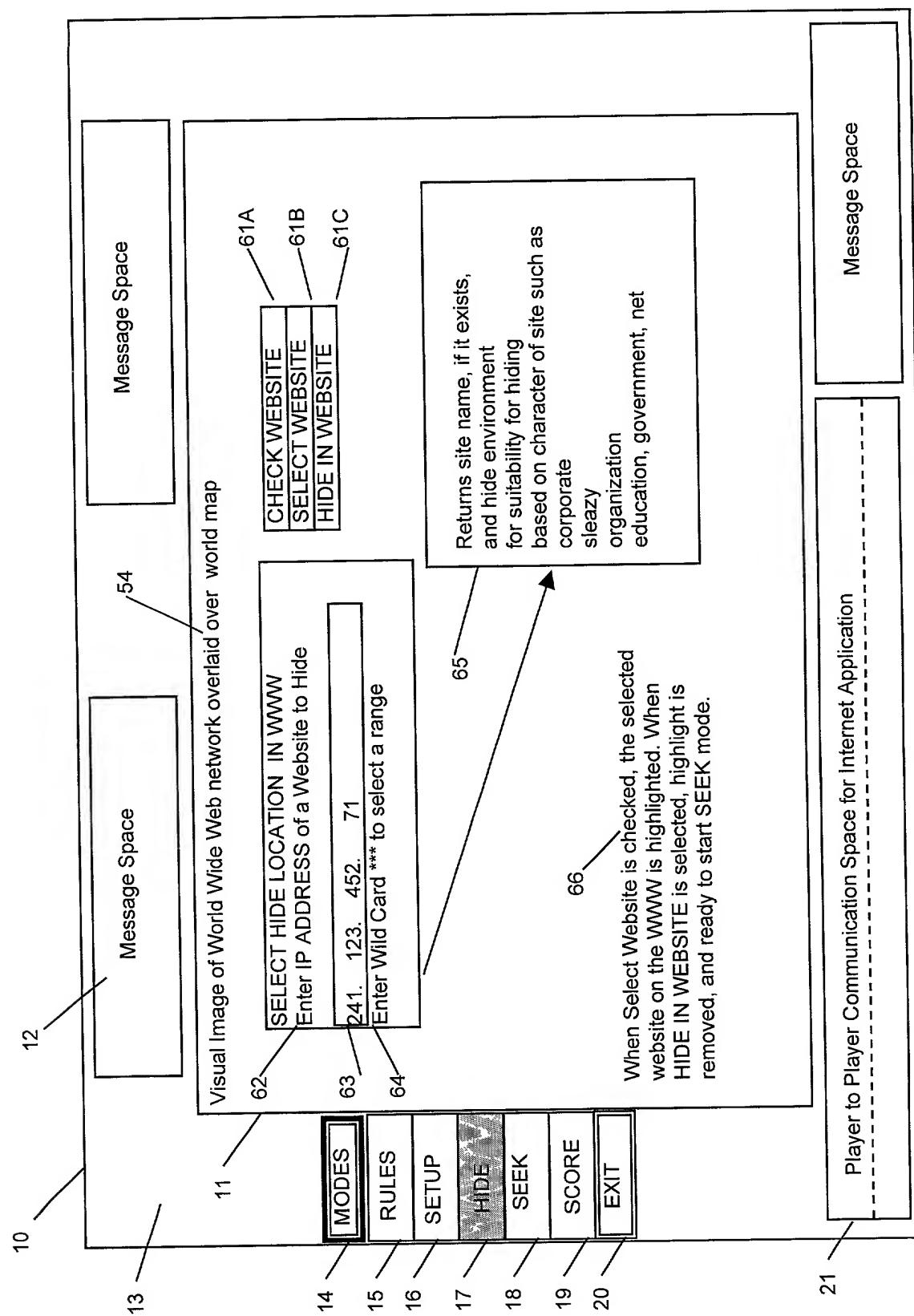


FIGURE 7A

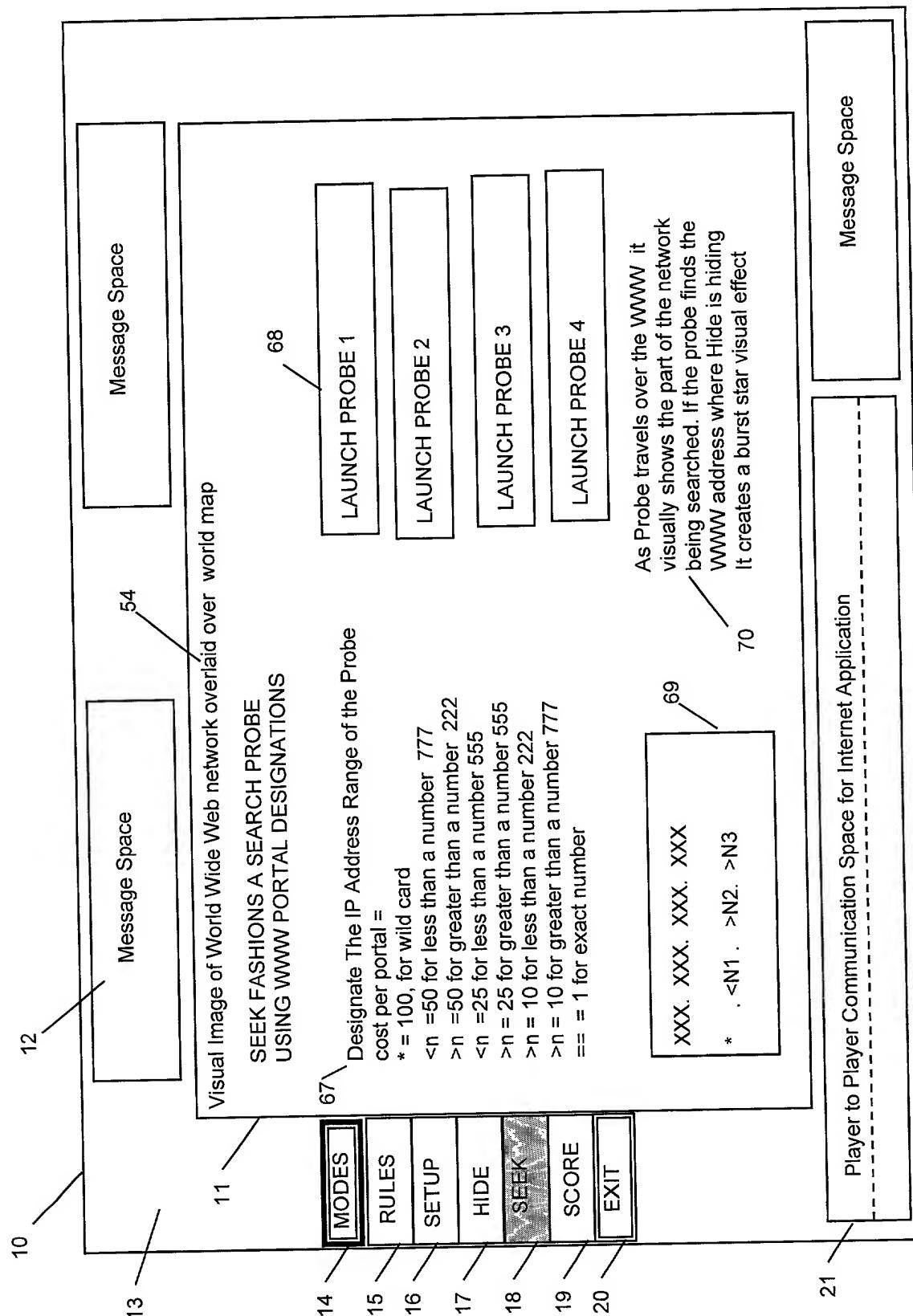
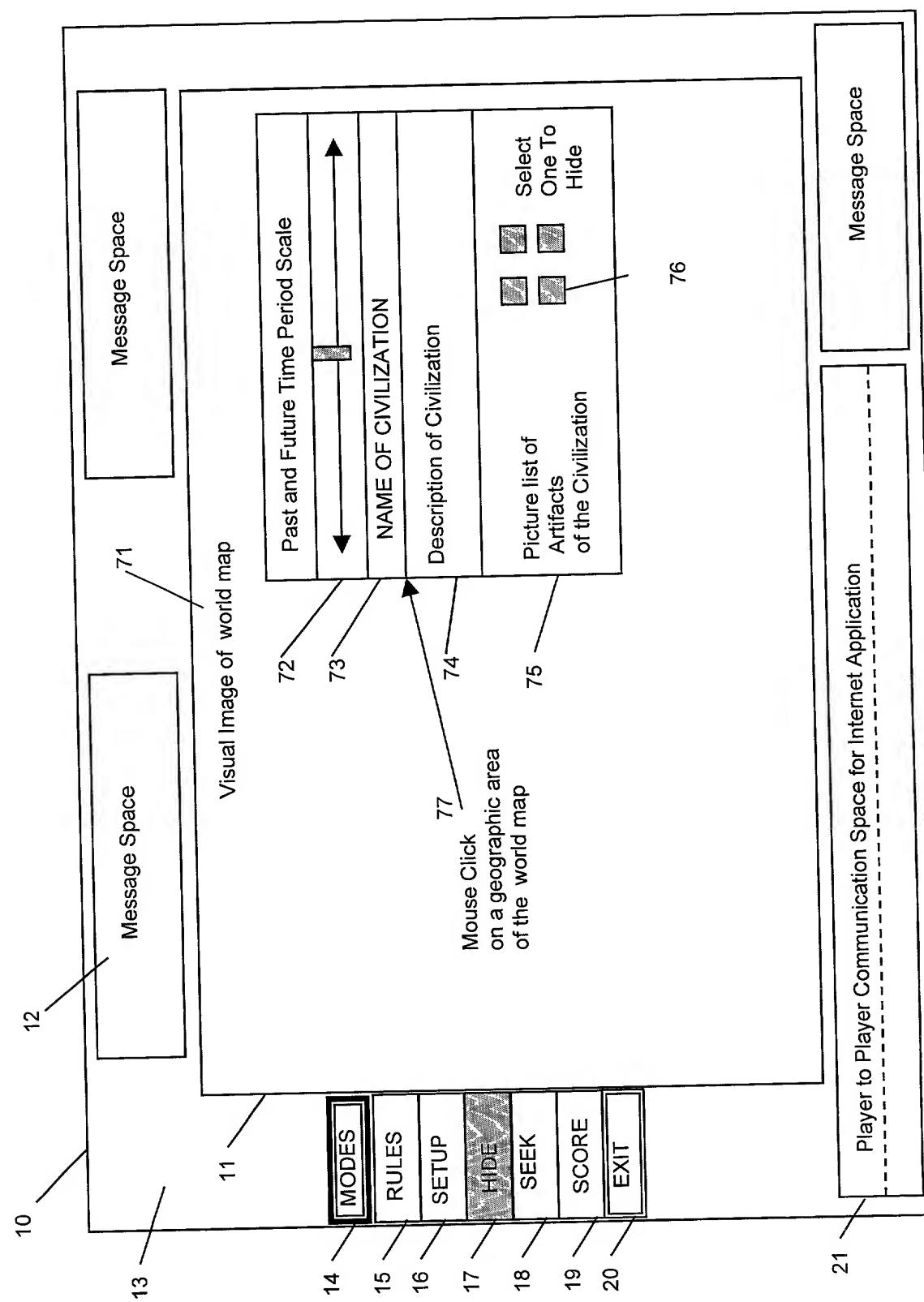
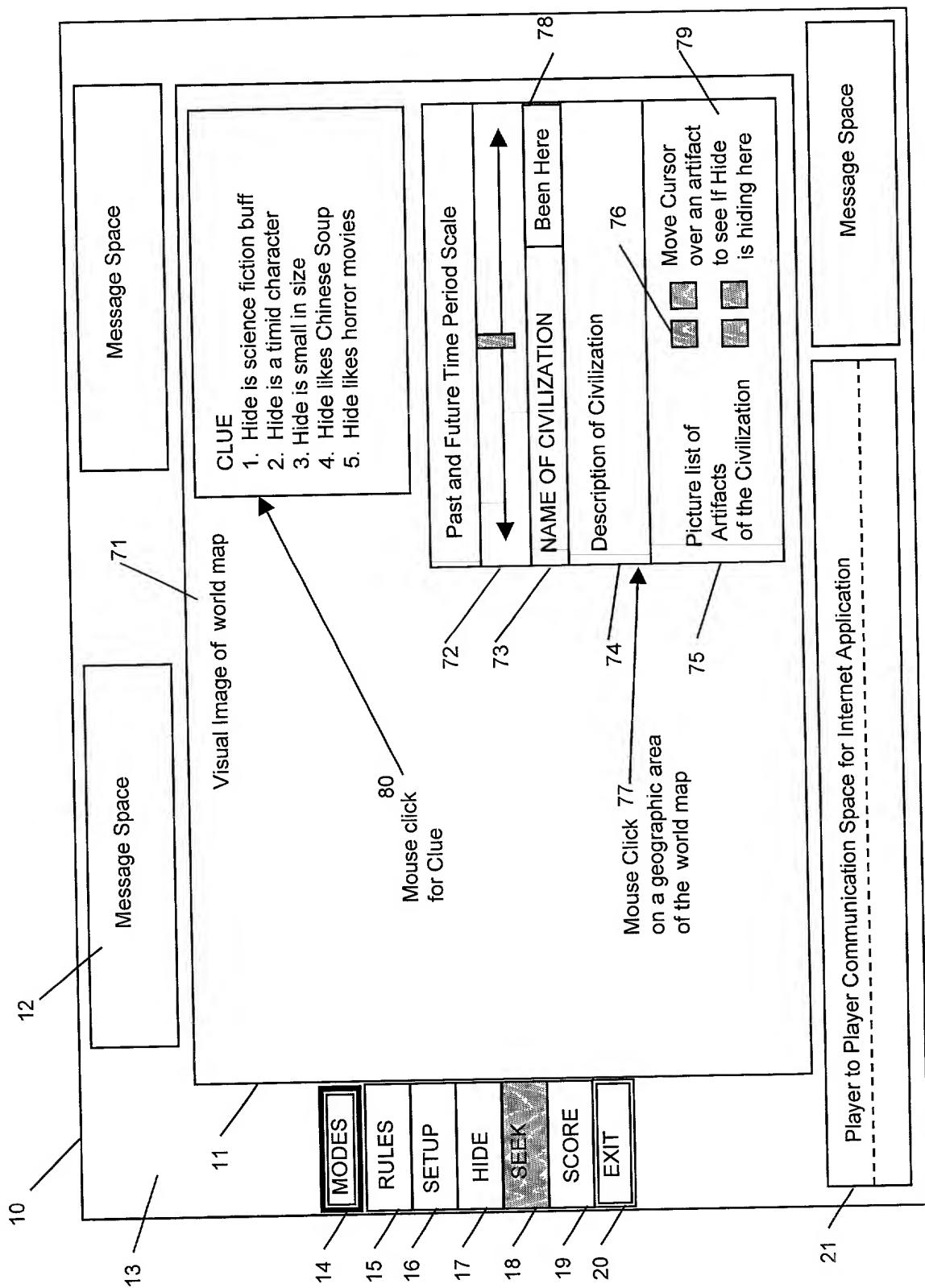


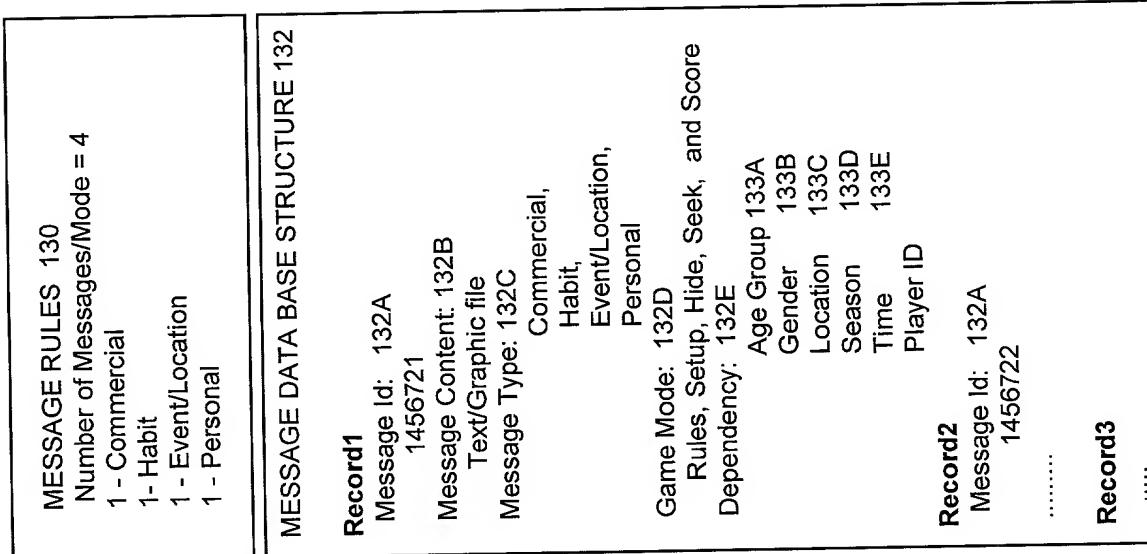
FIGURE 7B



**FIGURE 8A**

**FIGURE 8B**

120	Player ID: YY-MM-M-ZIPCD-FML Message: Jeff Brush your teeth before going to Bed --- your brother
120	Player ID: YY-MM-M-ZIPCD-FML Message: Happy Birthday to You Kevin --- your aunt in Nebraska
120	Player ID: YY-MM-M-ZIPCD-FML Message: I love you. You are sooooo cute --- Jennifer
122	Player ID: XX-XX-M-ZIPCD-XXX Message: Go for the Bruins. Down with the Trojans --- Your team captain
122	Player ID: YX-XX-X-ZIPCD-XXX Message: Have Good Holidays. See You next Year --- WHS Principal
124	Player ID: YY-MM-X-XXXX-XXX Message: Congratulations on your graduation --- your Governor Moonbeam
124	Player ID: YX-XX-X-ZIPCD-XXX Message: Football season tickets are on sale now --- Sports team
126	Player ID: YY-XX-F-ZIPCD-XXX Message: Barbie for Free, Specially for you --- your local toy store
126	Player ID: YY-XX-M-ZIPCD-XXX Message: Burger and Fries are half price for you --- your local fast food

**FIGURE 9A****FIGURE 9B**

**Player Message List 134**

Player ID: YY-MM-G-ZIPCODE-FML 136

**RULES:** Message Spaces: 3 **138A**  
 Message Space: 1 **139A** : Display Frequency: 4 **139B** Message Type: Commercial 132C, Message ID 132A  
 Message Space: 2 **139A** : Display Frequency: 3 **139B** Message Type: Community 132C, Message ID 132A  
 Message Space: 3 **139A** : Display Frequency: 2 **139B** Message Type: Event 132C, Message ID 132A

**SETUP:** Message Spaces: 4 **138B**  
 Message Space: 1 **139A** : Display Frequency: 4 **139B** Message Type: Commercial 132C, Message ID 132A  
 Message Space: 2 **139A** : Display Frequency: 3 **139B** Message Type: Commercial 132C, Message ID 132A  
 Message Space: 3 **139A** : Display Frequency: 2 **139B** Message Type: Event 132C, Message ID 132A  
 Message Space: 4 **139A** : Display Frequency: 2 **139B** Message Type: Event 132C, Message ID 132A

**HIDE:** Message Spaces: 2 **138C**  
 Message Space: 1 **139A** : Display Frequency: 4 **139B** Message Type: Commercial 132C, Message ID 132A  
 Message Space: 2 **139A** : Display Frequency: 3 **139B** Message Type: Personal 132C, Message ID 132A

**SEEK:** Message Spaces: 3 **138D**  
 Message Space: 1 **139A** : Display Frequency: 4 **139B** Message Type: Commercial 132C, Message ID 132A  
 Message Space: 2 **139A** : Display Frequency: 3 **139B** Message Type: Commercial 132C, Message ID 132A  
 Message Space: 3 **139A** : Display Frequency: 2 **139B** Message Type: Event 132C, Message ID 132A

**SCORE:** Message Spaces: 4 **138E**  
 Message Space: 1 **139A** : Display Frequency: 4 **139B** Message Type: Commercial 132C, Message ID 132A  
 Message Space: 2 **139A** : Display Frequency: 3 **139B** Message Type: Commercial 132C, Message ID 132A  
 Message Space: 3 **139A** : Display Frequency: 2 **139B** Message Type: Event 132C, Message ID 132A  
 Message Space: 4 **139A** : Display Frequency: 2 **139B** Message Type: Event 132C, Message ID 132A

Player ID: YY-MM-G-ZIPCODE-FML 136

**RULES:** Message Spaces: 3 **138A**  
 Message Space: 1 **139A** : Display Frequency: 4 **139B** Message Type: Commercial 132C, Message ID 132A  
 Message Space: 2 **139A** : Display Frequency: 3 **139B** Message Type: Commercial 132C, Message ID 132A  
 Message Space: 3 **139A** : Display Frequency: 2 **139B** Message Type: Event 132C, Message ID 132A

**FIGURE 9C**

<b>MESSAGE ENTRY SCREEN 150</b>	
Message Type: 151	
<> PERSONAL 152	
<> EVENT 153	
<> COMMUNITY 154	
<> COMMERCIAL 155	

<b>COMMERCIAL MESSAGE ENTRY 157</b>	
ACCOUNT ____ PASSWORD ____ 164	
DISTRIBUTION: 163	
Age Range	
Territory	
Gender	
MESSAGE: 161	
Big Mac and Fries are half price for You	
FROM: 162	
Local Fast Food Restaurant	
<input type="button" value="SUBMIT"/>	

<b>COMMUNITY MESSAGE ENTRY 158</b>	
ACCOUNT ____ PASSWORD ____ 164	
DISTRIBUTION: 163	
Age Range	
Territory	
Gender	
MESSAGE: 161	
Have Good Holidays. See You all Next	
Year	
FROM: 162	
WHS Principal	
<input type="button" value="SUBMIT"/>	

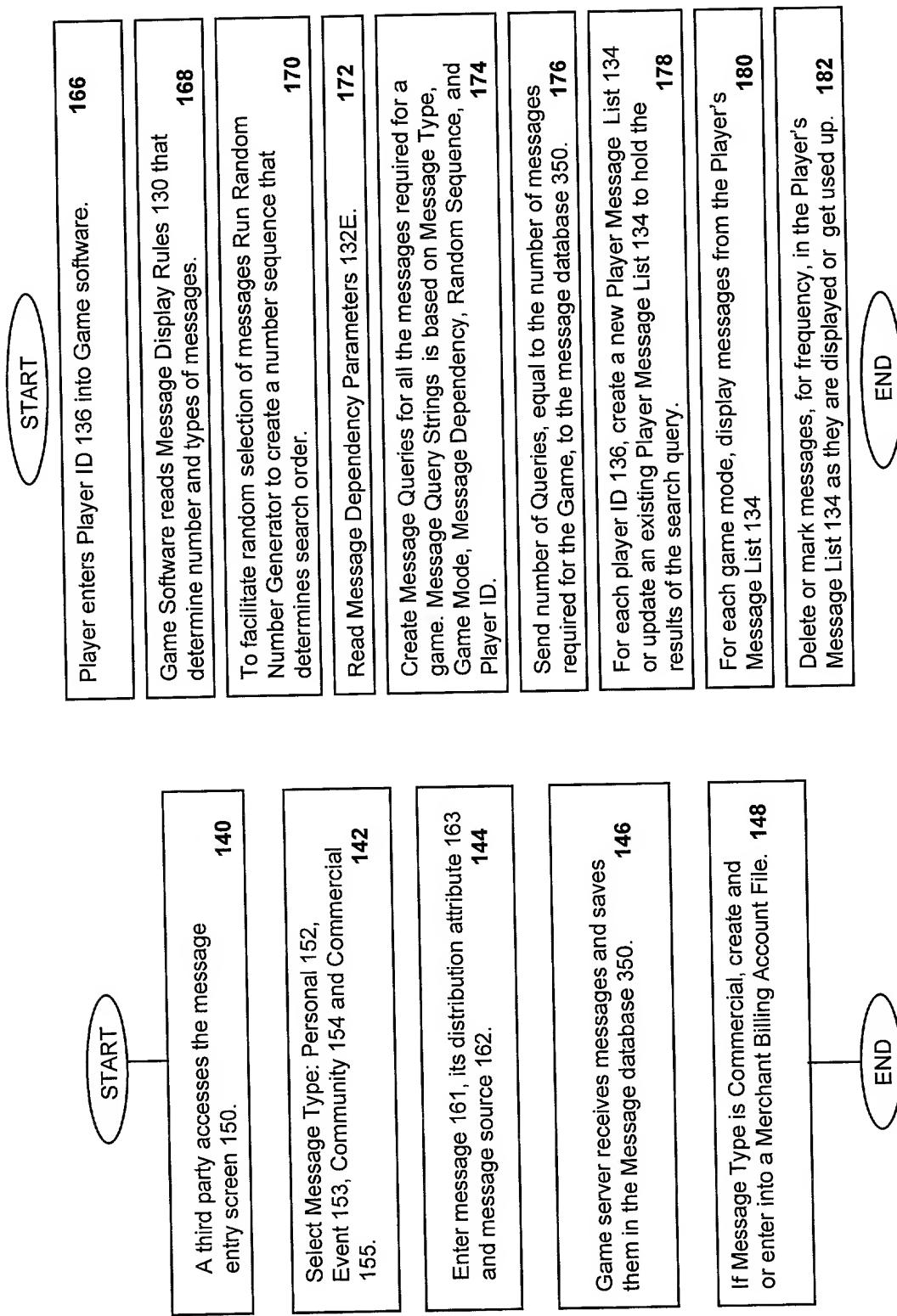
<b>PERSONAL MESSAGE ENTRY 156</b>	
ID: YY-MM-S-ZIPCD-FML 160	
MESSAGE 161 :	
Happy Birthday to You Kevin	
FROM: 162	
Your Aunt in Nebraska	
<input type="button" value="SUBMIT"/>	

<b>EVENT MESSAGE ENTRY 159</b>	
ACCOUNT ____ PASSWORD ____ 164	
DISTRIBUTION: 163	
Age Range	
Territory	
Gender	
MESSAGE: 161	
Basketball Season Tickets are on Sale	
8AM - 5 PM M-F	
FROM: 162	
Sports team	
<input type="button" value="SUBMIT"/>	

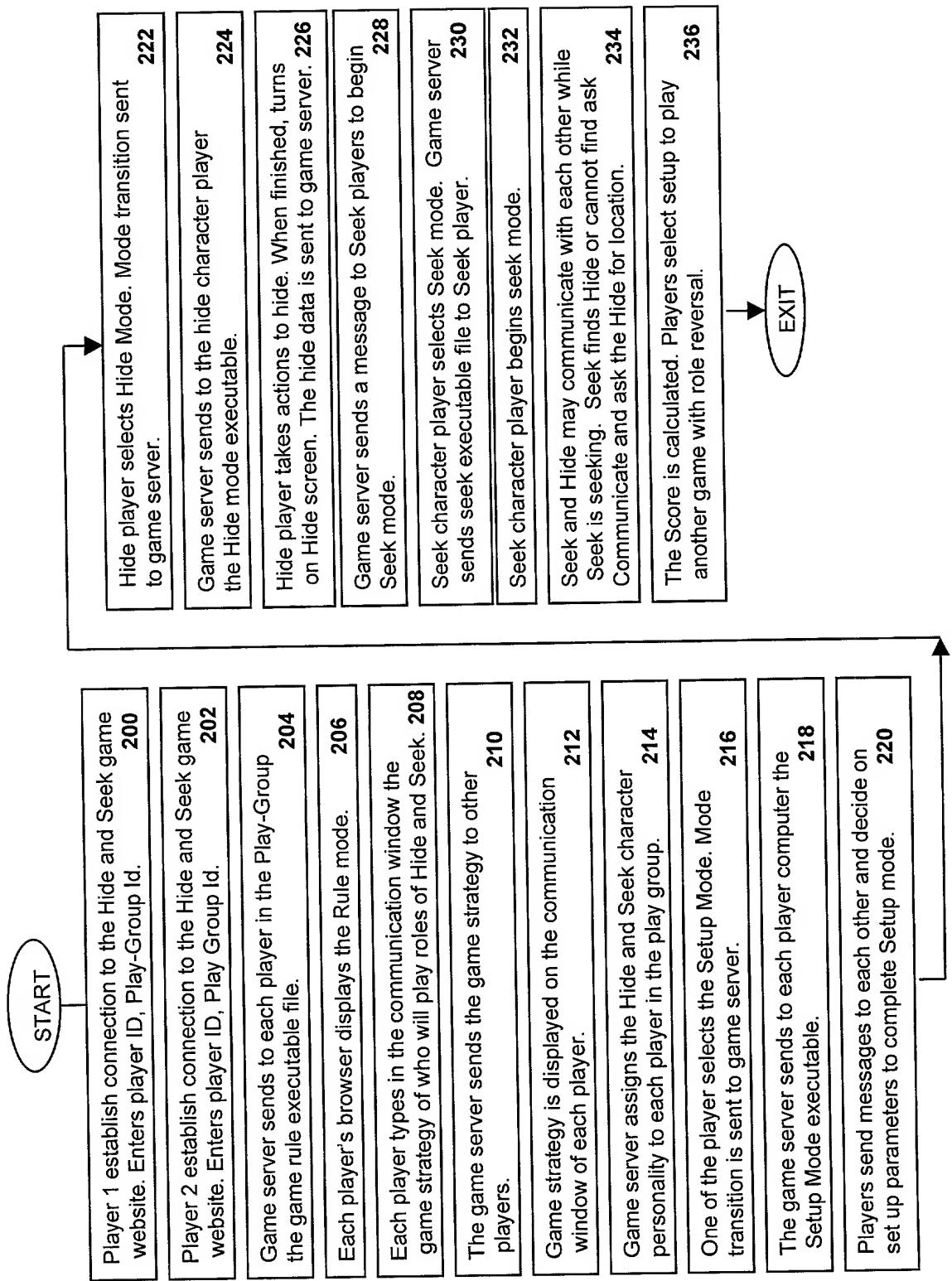
**FIGURE 10A**

T T T T T T T T T T T T T T T T

Player enters Player ID 136 into Game software. **166**Game Software reads Message Display Rules 130 that determine number and types of messages. **168**To facilitate random selection of messages Run Random Number Generator to create a number sequence that determines search order. **170**Read Message Dependency Parameters 132E. **172**Create Message Queries for all the messages required for a game. Message Query Strings is based on Message Type, Game Mode, Message Dependency, Random Sequence, and Player ID. **174**Send number of Queries, equal to the number of messages required for the Game, to the message database 350. **176**For each player ID 136, create a new Player Message List 134 or update an existing Player Message List 134 to hold the results of the search query. **178**For each game mode, display messages from the Player's Message List 134. **180**Delete or mark messages, for frequency, in the Player's Message List 134 as they are displayed or get used up. **182**

END

**FIGURE 10B****FIGURE 10C**

**FIGURE 11**